

Windows 98 in a Nutshell: A Desktop Quick Reference. By Tim O'Reilly, Troy Mott and Walter Glenn. O'Reilly, Sebastopol, CA. (1999). 618 pages. \$24.95.

Contents:

Preface. I. The lay of the land. 1. Using Windows 98. 2. What's new in Windows 98. 3. Task index. II. Alphabetical reference. 4. The Windows 98 user interface. 5. The control panel. 6. Start menu programs and other graphical applications. 7. DOS and other command-line utilities. 8. Hidden gems on the Windows 98 CD-ROM. III. Under the hood. 9. Web integration. 10. The Windows script host. 11. The batch language. 12. Windows startup. 13. The registry. IV. Appendices. A. Keyboard accelerators. B. Filename extensions. C. System file and directory organization. D. Special/reserved characters. Index.

Exploring Chaos: Theory and Experiment. By Brian Davies. Perseus Books, Reading, MA. (1999). 237 pages. \$45.00.

Contents:

1. Introduction. 2. Orbits of one-dimensional systems. 3. Bifurcations in one-dimensional systems. 4. Two-dimensional systems. 5. Fractals. 6. Non-linear oscillations. A. Chaos for Java software. B. Discrete Fourier transform. C. Variational equations. D. List of maps and differential equations. Bibliography. Index.

Inverse Problems: Activities for Undergraduates. By C. W. Groetsch. The Mathematical Association of America, Washington, DC. (1999). 222 pages. \$26.00.

Contents:

1. Introduction to inverse problems. 2. Inverse problems in precalculus. 3. Inverse problems in calculus. 4. Inverse problems in differential equations. 5. Inverse problems in linear algebra. Appendix A. Selected answers and advice. Appendix B. MATLAB scripts. Bibliography. Index.

User Friendly. By J. D. "Illiad" Frazer. O'Reilly, Sebastopol, CA. (1999). 122 pages. \$12.95.

Learning Red Hat Linux. By Bill McCarty. O'Reilly, Sebastopol, CA. (1999). 378 pages. \$34.95 (CD-ROM included).

Contents:

Preface. 1. Why run Linux? 2. Preparing to install Linux. 3. Installing Linux. 4. Issuing Linux commands. 5. Installing and configuring the X window system. 6. Using the X window system. 7. Configuring and administering Linux. 8. Using Linux applications and clients. 9. Playing Linux games. 10. Setting up a Linux-based LAN. 11. Getting connected to the Internet. 12. Setting up a Linux-based WAN. 13. Conquering the BASH shell. Appendices. A. Linux directory tree. B. Principal Linux files. C. The Red Hat package manager. D. Managing the boot process. D. Linux command quick reference. Glossary. Index.

Learning Debian GNU/Linux. By Bill McCarty. O'Reilly, Sebastopol, CA. (1999). 343 pages. \$34.95 (CD-ROM included).

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The Unofficial Guide to LEGO® MINDSTORMS™ Robots. By Jonathan B. Knudsen. O'Reilly, Sebastopol, CA. (1999). 247 pages. \$24.95.

Contents:

Preface. 1. Welcome to MINDSTORMS. 2. Hank, the bumper tank. 3. Trusty, a line follower. 4. Not quite C. 5. Minerva, a robot with an arm. 6. pbFORTH. 7. A remote control for Minerva. 8. Using Spirit.ocx with Visual Basic. 9. RoboTag, a game for two robots. 10. legOS. 11. Making your own sensors. Appendices. A. Finding parts and programming environments. B. a pbFORTH downloader. C. Future directions. Index.

UNIX in a Nutshell: A Desktop Quick Reference for System V Release 4 and Solaris 7, Third Edition. By Arnold Robbins. O'Reilly, Sebastopol, CA. (1999). 598 pages. \$24.95.

Contents:

Preface. I. Commands and shells. 1. Introduction. 2. Unix commands. 3. The Unix shell: An overview. The Bourne shell and Korn shell. 5. The C shell. II. Text editing and processing. 6. Pattern matching. 7. The emacs editor. 8. The vi editor. 9. The ex editor. 10. The sed editor. 11. The awk programming language. III. Text formatting. 12. nroff and troff. 13. mm macros. 14. ms macros. 15. me macros. 16. man macros. 17. troff preprocessors. IV. Software development. 18. The source code control system. 19. The revision control system. 20. The make utility. V. Appendices. A. ASCII character set. B. Obsolete commands. Bibliography. Index.